Become a creator ✕
Build a membership for your fans and get paid to create on your own terms.
Get started

Get app

Sabrina Reeves
Member

Party Parrot World

Upgrade

Party Parrot World

Building a spiritual successor to Club Penguin as a community!

You can access your benefits at any time in the "Membership" tab ✕

Recent posts

Filters

Released 1 day early for members.

Introducing Project Sprout!

23 October

Hello, friends! Polo here.

Thanks for all your support with our little Party Parrot World so far. Without you, it wouldn't be the same.

Today I'm proud to announce **Project Sprout**, our fancy code name for the transition from PPW 1.0 to PPW 2.0!

I'm sharing here with you first.

Goals for Party Parrot 2.0

Our goals for 2.0 are simple:

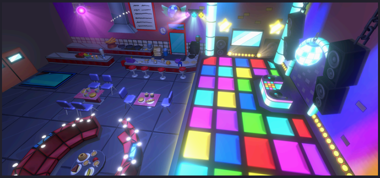
- **Story Quests** - we're going to focus first on gameplay and telling a great story. You all have the same feedback that we have for ourselves: we need lore in the world. We tested some origin story ideas during our PPRPG experiment, but this is really just an experiment... the tip of the iceberg.
- **Time to be Different** - it's time for PPW to have it its own clear identity. That's why we will be focusing on time travel as a key mechanic in Party Parrot 2.0! This means a day/night cycle and a blend of real time and fictional time. We'll share some spoiler-free information about that in the coming months.
- **Improvements** - lighting is my #2 pet peeve with PPW today. We want the lighting to be magical! Sparkling! Twinkling!
- **Removing the Mini-Games:** We'll also be moving the mini-games we added for our HTML5 experiment to the Hideaway website instead. I'll share a bit about why we chose to include these games in PPW in a future video.
- **Building** - we want to make sure you can customize your home and invite friends over for parties. We'll at least plan to have your home Burrows to decorate. The larger vision is that everyone can build their own Hideaways.

How will we do it?

We are bringing on a new team of very experienced developers and creatives to help us bring the ideas to life!

I'm excited because now we have some more AAA experience on the team, including a Technical Artist with more lighting experience!

Here's a sneak peek of the mixed lighting he's experimenting with:



What's next?

- **Announcement Video:** We'll share a new video next week that celebrates everything we've achieved so far, the problem areas we want to fix, and our plan for 2025.
- **Roadmap:** As a small team, we need laser-focus. I'll share a spoiler-free roadmap we're working on as a team.
- **Transition Plan:** To sharpen our laser-focus, we'll be transitioning PPW 1.0 to only be open during monthly parties. That way the world is still there and playable, but it frees up time for us to make more meaningful updates to the world. We'll start this after the Thank You Party.

Search posts

Upgrade to paid

Become a paid member to unlock exclusive posts, chats and more from Party Parrot World.

Upgrade

Gift membership
Bring the world of Party Parrot World to your friends and family.
Gift

Popular posts

Aa **Introducing Project Sprout!**
23 October

The Offline RPG is Coming Soon!
28 June

Aa **The Party Parrot RPG!**
13 May

Aa **PPRPG Zine Issue #1**
2 July

Aa **Books!**
10 April

Ask the Elder
9 July

I'm so grateful for the support and faith you've put in us! I know some of you are more interested in following along with the journey of making a game, while others want to play the game. By freeing up some of our time, we can make something more fun to play and to watch.

Until next time... Party on!

-Polo and the Party Parrot Team

Show less

BreakfastClub1.png

sneak peek

6 1 ••• Share

Zizzle · 2w
A-M-A-Z-I-N-G

1

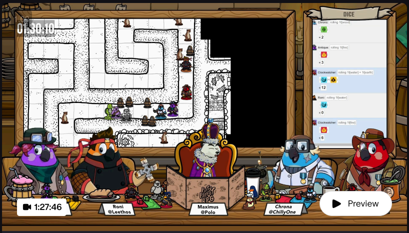
S Upgrade to add a comment.

Get more from Party Parrot World

Upgrade to access exclusive benefits.

See upgrade options

- Exclusive posts and updates
- Direct one-on-one connection



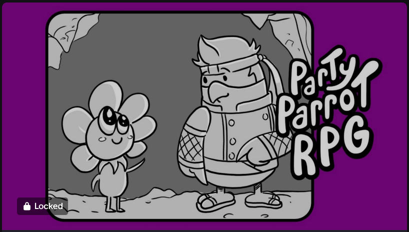
Mines & Murmurs: The Mystery of the Iron Mines (Part 2)

20 July

Exclusive for paid supporters, here's the Director's Cut of the latest PPRPG episode!...

Upgrade to unlock

1 ••• Share Locked



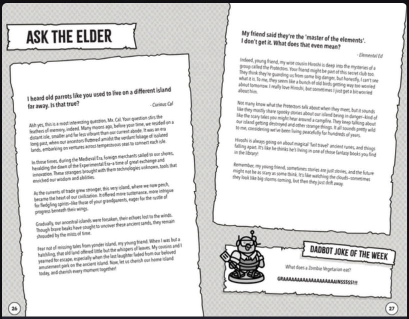
New RPG Episode: The Mystery of the Iron Mines (Part 1)

13 July

Enjoy! https://youtu.be/JBRqgz_w4to...

Upgrade to unlock

1 Share Locked



ASK THE ELDER

I heard old parrots like you used to live on a different island far away. Is that true?

- Curious Cal

Ahh yes, this is a most interesting question, Mx. Cal. Your question stirs the feathers of memory, indeed. Many moons ago, before your time, we resided on a distant isle, smaller and far less vibrant than our current abode. It was an era long past, when our ancestors fluttered amidst the verdant foliage of isolated lands, embarking on ventures across tempestuous seas to connect each isle.

In those times, during the Medieval Era, foreign merchants sailed to our shores, heralding the dawn of the Experimental Era–a time of great exchange and innovation. These strangers brought with them technologies unknown, tools that enriched our wisdom and abilities.

As the currents of trade grew stronger, this very island, where we now perch, became the heart of our civilization. It offered more sustenance, more intrigue for fledgling spirits–like those of your grandparents, eager for the rustle of progress beneath their wings.

Gradually, our ancestral islands were forsaken, their echoes lost to the winds. Though brave beaks have sought to uncover these ancient sands, they remain shrouded by the mists of time.

Fear not of missing tales from yonder island, my young friend. When I was but a hatchling, that old land offered little but the whispers of leaves. My cousins and I yearned for escape, especially when the last laughter faded from our beloved amusement park on the ancient island. Now, let us cherish our home island today, and cherish every moment together!

My friend said they're the 'master of the elements'. I don't get it. What does that even mean?

- Elemental Ed

Indeed, young friend, my wise cousin Hiroshi is deep into the mysteries of a group called the Protectors. Your friend might be part of this secret club too. They think they're guarding us from some big danger, but honestly, I can't see what it is. To me, they seem like a bunch of old birds getting way too worried about tomorrow. I really love Hiroshi, but sometimes I just get a bit worried about him.

Not many know what the Protectors talk about when they meet, but it sounds like they mostly share spooky stories about our island being in danger–kind of like the scary tales you might hear around a campfire. They keep talking about our island getting destroyed and other strange things. It all sounds pretty wild to me, considering we've been living peacefully for hundreds of years.

Hiroshi is always going on about magical 'fast travel' ancient runes, and things falling apart. It's like he thinks he's living in one of those fantasy books you find in the library!

Remember, my young friend, sometimes stories are just stories, and the future might not be as scary as some think. It's like watching the clouds–sometimes they look like big storms coming, but then they just drift away.

DADBOT JOKE OF THE WEEK

What does a Zombie Vegetarian eat?

GRAAAAAAAAAAAAAAAAAAAAINSSSSS!!!

Ask the Elder

9 July

Curious about the secrets of our world? 🦜 👀

In our Zine, we've got an 'Ask the Elder' section! This is the perfect place for curious birbs to learn more about the Party Parrots and our world.
Is there something in an episode you want to dive deeper into? Maybe you've been piecing together bits of lore and want to see if your theories hold up 🙄 Drop a comment below, and your question might be the one the elders answer in the next storytime!

♥ 2 💬 1 ••• Share

Zizzle · 4mo
Are there any other non-parrots you met on your journeys?

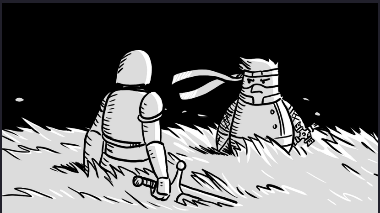
♥ 1

S Upgrade to add a comment.

Released 2 days early for members.

PPRPG Zine Issue #1

2 July



Greetings, party parrot adventurers!

Polo here, and I couldn't be more excited to share the very first issue of the Party Parrot World RPG zine with you! 🦜 📜

Prepare yourselves for weekly doses of adventure, tips, and tales from our colorful world.

Dive in and let your imagination paint the pictures! We can't wait to hear about your epic adventures.

Let us know what you'd love to know more about next week!

Happy reading and may your quests be ever exciting!

-Polo and the Party Parrot Team

Show less

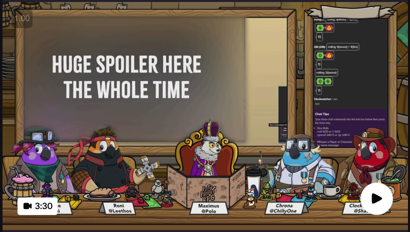
🔗 PPRPG Zine 001.pdf

pprpg zine

♥ 4 💬 ••• Share

S Upgrade to add a comment.

Released 3 days early for members.



The Offline RPG is Coming Soon!

28 June

Greetings, party parrots! Polo here.

Yesterday I shared **a sneak peek of the Party Parrot RPG on the Hideaway blog**. Here's a little bit **MORE** information that I haven't shared yet!

WEEKLY ADVENTURE ZINES

PPRPG is an offline, screen-free way to roleplay in the Party Parrot World. Starting **THIS MONDAY** you'll get **WEEKLY NEW ADVENTURES** as *printable* PDFs!

You can print these zines out, cut them up, and play the adventures in them! These are the same adventures that we'll be roleplaying as a team, by the way.

The way *we* play the adventure may be totally different than how *you* play. And that's what makes this special!

We will share these PDFs here and in the Backstage Discord. We'll eventually also have these in Hideaway, too.

- The first issue will be available for free
- Next issues will be for paid supporters (you deserve special exclusives!)
- Keeping with tradition, new issues will release on **Thursdays**

I'm excited about these, as they'll act as our 'newspaper' of sorts!

WHY OFFLINE?

- Establish and evolve the lore as a community-driven experience, starting in the past as prequels.
- Deliver weekly content while we simultaneously design PPW 2.0
- Try crazy ideas more affordably
- Test-run potential Quests for the upcoming PPW 2.0 video game
- To surprise! It's time for PPW to have some surprises
- Empower families to play together. My youngest kid keeps asking me, "When can I play Parrot Quest with you?"
- No internet or screens required! As parents, my better half and I try to limit the amount of screen time for our youngest. Making something like this means we can play Party Parrot anytime, anywhere!

WEEKLY VIDEOS

We'll play the Weekly Adventure on Mondays and record it for everyone!

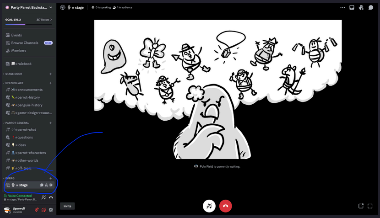
The PPRPG Show is an evolution of shows I've worked on in the past, like The Moose & Polo Show, the Spoiler Alert, and #WaddleOn. I actually designed a card game system to help plan the Spoiler Alert, but it was never even close to as interesting as the PPRPG system!

- For the PPRPG, I've planned a 3-4 episode "Season Zero" to give the team time to practice.
- Not just practicing the roleplay, but practicing our audio-visual production pipeline.
- New videos will launch on YouTube **each Friday morning.**

Check out the exclusive silly blooper video I've attached as a sneak peek!

(We've already improved our audio pipeline after this first small test, so the voices will be a bit clearer in future vids.)

WEEKLY LIVESTREAMS



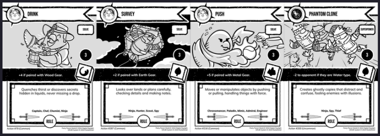
Once we finish "Season Zero", we'll start livestreaming the "Season One" gameplay sessions on the Backstage Discord.

- Game sessions will happen each **Monday 1pm PST**
- Livestreaming starts in July
- Don't worry, if you can't join the livestreams, we will have the edited videos on YouTube each Friday.

SUBMIT CARDS

As you know, I make my best effort to make things *community-driven*. That's why I've built a system where you can submit ideas and have them come to life quickly!

PPRPG is built upon a unique, family-friendly RocketSnail Games system called GRUB! (the "Generic Roleplaying and Universal Battle system)


DRINK
SOLVE
3
+4 if paired with Wood Gear.
Quenches thirst or discovers secrets hidden in liquids, never missing a drop.
Captain, Chef, Chemist, Ninja
ROLE
Action #79 (Common)
SURVEY
SOLVE
3
+2 if paired with Earth Gear.
Looks over lands or plans carefully, checking details and making notes.
Ninja, Hunter, Scout, Spy
ROLE
Action #287 (Common)
PUSH
SOLVE
3
+5 if paired with Metal Gear.
Moves or manipulates objects by pushing or pulling, handling things with force.
Chronomancer, Paladin, Mimic, Admiral, Engineer
ROLE
Action #216 (Common)
PHANTOM CLONE
SUPERPOWER
3
-2 to opponent if they are Water type.
Creates ghostly copies that distract and confuse, fooling enemies with illusions.
Ninja, Spy, Thief
ROLE
Action #200 (Uncommon)

GRUB! is a marriage of ideas Lance was working on 5+ years ago (such as *Hamsters in Infinite Space* and *Dust Bunnies*) and ideas I was working on 5+ years ago (such as *CollectorQuest, St4x,* and *Terenthia.)*

In this card-driven system, there are four types of cards:

1. **Gear** - items, treasure, loot, weapons, armor
2. **Role** - characters and action verbs (such as "Attack" or "Convince" or "Steal")
3. **Uh-Oh!** - events and encounters (such as "Earthquake" or "Flood")
4. **Base** - locations, caverns, rooms, and places

The Grubmaster (GM) will reveal #3 and #4 cards as the Players play. Each card has an Element symbol. To see whether an Action was successful or unsuccessful, players will roll elemental dice matching the symbols of the cards they played.

I'll post an Airtable form you can use to submit stuff to generate cards. Coming next week!

SCHEDULE

I've planned to have 8 weekly episodes per season, starting with Season One.

The weekly schedule will look like this:

- Monday - Livestream Gameplay
- Tuesday - Internal Video Editing
- Wednesday - Meetup and Internal Audio Editing
- Thursday - Zine PDF Launch
- Friday - YouTube Video Launch
- Whenever - Silly Clips

The plan is "two months on, one month off". During the one month off, we'll be building the content for the next season.

Thanks again to all of you for your continued support! Building this stuff is hard and time-consuming, but I believe it will all be worth it! I can't wait to see what you create and do with this system.

Until next time... Roleplay on!

-Polo and the Party Parrot Team

Show less

lore mascots quests zine

6 ••• Share

S Upgrade to add a comment.

0:00 25:21

Podcast Chat: Quests & Missions

7 June

Hiya, party parrots! Polo here. Here's a new podcast episode for your weekend. A while back, rsnail and I had a chat about quests & m
...

Upgrade to unlock

♥ 3 1

Share Locked

The Party Parrot RPG!

13 May

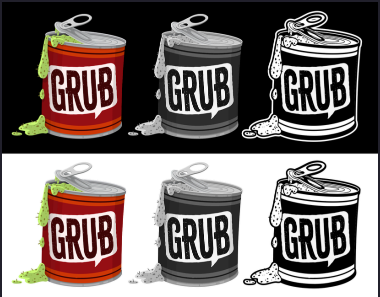
Party
Parrot
RPG

Greetings, party parrots!

Polo here. Hope you're having a great day so far ☺

I'm very excited to share that we're working on a tabletop RPG (TTRPG) for Party Parrot World! This is just one of many projects we have planned for PPW2.0

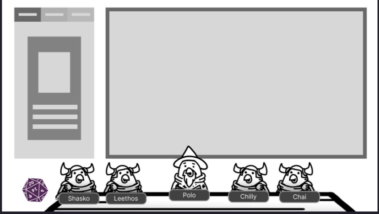
Over at RocketSnail Games, rsnail and I are collaborating on a universal, card-driven system that's simple, fun, and flexible for you. It's called GRUB! and we plan to use it as the foundation for all kinds of adventures, including Party Parrot World.



You know what that means?

✨ **EXCLUSIVES!** ✨
✨ **QUESTS!!** ✨
✨ **LORRRRRRRRRE!!!** ✨

If you're a Patreon supporter or Party Pass holder, you'll get exclusive Backstage access as we develop the lore of PPW in real-time. We'll be playing through each Adventure in the Backstage Discord.



For Patreon supporters, we'll also share downloadable PDFs of each Quest we create. That way you can play through the Quest, too. We'll also have them available elsewhere to purchase if you're not a Patreon supporter.

and spoiler alert! Since we're working on a Quest System for the virtual Party Parrot World, we want to test our ideas before adding them to the video game version. You'll get to be there as we fool around and explore ideas together.

Thanks again to all of you for your support! It means the world to us to have you along for the long journey of building a new world from scratch.

Until next time... Party on!
-Polo and the Party Parrot Team

Show less

grub pprpg

8 ••• Share

S Start the conversation...

Released 3 days early for members.

Books!

10 April

Hiya party parrots!

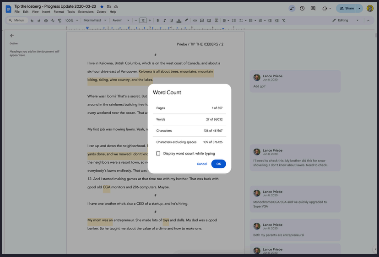
Polo here. How are you doing?

I've been secretly working on something for you with Lance (aka rsnail), the co-founder of Club Penguin and Party Parrot World... a book!

In fact, we're working on a few books.

In 2019, I started working with Lance on a book about his history creating companies and games. At the time, he was working on this virtual world called Box Critters. In fact, most folks don't realize just how much the two of us were talking about Critters way back then.

That's when I started recording our conversations and transcribing them to words. The result? 90,000 words capturing the history of RocketSnail Games, including starting Club Penguin, founding Hyper Hippo Games, and then creating a new world called Box Critters.


Tip the Iceberg - Progress Update 2020-03-23
File Edit View Insert Format Tools Extensions Zotero Help
Menus
100%
Normal text
Avenir
12
Share
Editing
Outline
Headings you add to the document will appear here.

Priebe / TIP THE ICEBERG / 2

#

I live in Kelowna, British Columbia, which is on the west coast of Canada, and about a six-hour drive east of Vancouver. Kelowna is all about trees, mountains, mountain biking, skiing, wine country, and the lakes.

Where was I born? That's a secret. But
around in the rainforest building free fo
every weekend near the ocean. That w

My first job was mowing lawns. Yeah, m

I ran up and down the neighborhood. I
yards done, and we mowed I don't kno
the neighbors were a resort town, so n
everybody's lawns endlessly. That was i
12. And I started making games at that time too with my brother. That was back with good old CGA monitors and 286 computers. Maybe.

#

I have one brother who's also a CEO of a startup, and he's hiring.

#

My mom was an entrepreneur. She made lots of toys and dolls. My dad was a good banker. So he taught me about the value of a dime and how to make one.

Word Count

Pages	1 of 357
Words	27 of 86032
Characters	136 of 461967
Characters excluding spaces	109 of 376725

☐ Display word count while typing

Cancel OK

Lance Priebe
Jun 8, 2020
Add golf

Lance Priebe
Jun 8, 2020
I'll need to check this. My brother did this for snow shovelling. I don't know about lawns. Need to check.

Lance Priebe
Jun 8, 2020
Monochrome/CGA/EGA and we quickly upgraded to SuperVGA

Lance Priebe
Jun 8, 2020
Both my parents are entrepreneural

Lance Priebe
Jun 8, 2020

During that time, he asked me what my dreams were. I said I wanted to make virtual worlds. I would do it for fun without getting paid, as I love cartoons and video games with rich lore. That's when I registered the original domain name for Party Parrot World.

Luckily for us parrots, Lance has supported our dream of building a spiritual successor and tribute to Club Penguin.

We plan to launch this first book, "Tip the Iceberg" on Amazon in the next few months! It's a key part of the story that led us to this next generation of virtual worlds. I just have to do a bunch of editing and do some test print runs to see how it looks.

After that, we plan to focus on making some coffee table books. We want to capture the RocketSnail Games journey here, including the creation of Ballistic Biscuit, Club Penguin, Epic Snails, Box Critters, and Party Parrot World. This one is just in the idea stage right now, but it's a dream I had back in 2007 to make a Club Penguin coffee table book. In fact, it's why I became the archivist and the team at Club Penguin used to call me the "Napkin Collector" -- because I was the guy making sure every scrap piece of paper was preserved somewhere.

I'll share more as we know more about the project. In the meantime, if there's something you'd like to see covered in any of these books, feel free to let us know in the comments below!

Until next time... Party on!

-Polo and rsnail

Show less

books

♥ 7 2 ••• Share

anv · 7mo
Congrats! I can't wait to see the finished product. I'll have to keep an eye out for that. If it hasn't been done already, I'd love for one of the books to cover the origins of the PSA storyline/missions. As I've mentioned before, I have had quite the fascination with them for years now. I'm curious how a lot of it came to be. In any case, I'm very happy to see so much game development history being preserved. There's so many stories to tell that would otherwise be lost to time.

♥ 1

Robert Male · 7mo
Congratulations

♥ 1

S Upgrade to add a comment.

Released 3 days early for members.

What Should We Do Next?

2 April

Hiya party parrots!

Polo here. I've been hard at work on the roadmap for Party Parrot World with the Club Penguin creator himself, Lance aka rsnail. Thanks for your patience!

Thanks to our new patrons for the support! I'll be hosting a Voice Chat on the Backstage Discord with one of our patrons where we'll share more about our vision for PPW 2.0 and our next chapter of development.

Since I'm working on this list of features, I'm curious: what are you hoping to see in PPW in the future?

I'd like to make sure you have the chance to help shape this roadmap. So do be sure to share what you think!

Let me share a little bit about how I see our next phases of New Feature development going:

- Phase 1 (Crawl): tweak what we have to make it more fun to play when you're solo.
- Phase 2 (Walk): allow you to make stuff for yourself and others.
- Phase 3 (Run): more massively-multiplayer shared games that use the stuff you made with Phase 2 features.

In my next post I'll share about our Creative Pillars for your thinking.

Looking forward to hearing what you think! I'm intentionally not sharing specifics as I want to see where you're reading our minds or not.

Until next time... Party on!

-Polo and the Party Parrot Team

Show less

coolguy5985_png_all.png

GoldenCookie_png_all.png

Sheeb_png_all.png

Pemsagio_The_Wizard_png_all.png

roadmap

♥ 4 9 ••• Share

Zizzle · 7mo

I feel like getting the little details down is important! Something to keep people coming back, so say the lore, even just little snippets of newspaper!

♥ 1 4

Zizzle · 7mo

overall I really feel like the focus should be on PPW before moving on to the "ugc" (User-Generated-Content) Stuff. PPW is such an amazing project and it'd be nice if most of the team was put into it, rather than features that wont really affect the hideaway experience at its current playercount

♥ 1

Load replies

Robert Male · 7mo

PPW2.0riffic

Load more comments

S Upgrade to add a comment.

Q&A Post!

18 March

Kia ora birbs! Its about time we had another Q&A on here, so have a think and feel free to drop some questions down below!

...

Upgrade to unlock

♥ 2 6 Share Locked

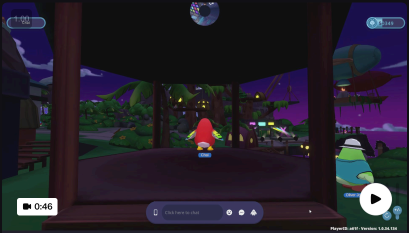
Lore? Zoot alors!

14 March

Hello, party parrots! Sorry if I've been a little quiet lately. I've been working on a roadmap for our dev team with Lance! We think that...

Upgrade to unlock

♥ 3 3 Share Locked



Tropical Parrot Party!

12 March

Hey Patreon Parrots!

Amazing news: the bright new tropical parrot colors have just landed in our world! Featuring three stunning different colors, complete with golden beaks and feet, colored wings, and adorable freckles across their cheeks, they're as bright and fun as you can get!

A MASSIVE thank you to each and every one of you. Your dedication and support continue to astound us every day. It's been great to see some of you enjoying them in world already, and we couldn't be more thrilled!

These gorgeous shades are rewards for the Lead Singer and Rockstar tiers, plus our amazing longterm supporters. For long-term supporters on lower tiers once you've reached $50 support in-total you'll be able to choose one of the three Tropical Colors!
The colours are added to your PPW account permanently, so you can take a break or end Patreon and still keep these snazzy tropical colors.

Creating this friendly and imaginative space where kids of all ages can unleash their creativity and have a blast, it's what we're so excited to bring about, and it's all thanks to you!

- The Party Parrot World Team

items

4 Share

S Upgrade to add a comment.

0:00 47:01

Podcast Episode #1: Quest System Ideas

26 January

Here's one of our first exclusives for you -- our first Patreon-exclusive podcast episode!...

Upgrade to unlock

5 Share Locked

Patreon Podcast Coming Soon!

5 January

Hello, party parrots! Polo here. As a Patron, we'll be giving you some exclusive "fly on the wall" recordings. Recently, I got together with...

Upgrade to unlock

1 Share Locked

V118 FAQ's!

25 Oct 2023

Here's a bit of an FAQ since I know that there'll be some common queries if the answer isn't here then use the contact form in Hideaway or email us directly (Hello@NewHideaway.com)

PPW takes forever to load :(

Apologies! Yes, it is a bit slow to load and will pause at 35% for a brief rest. There's a caching bug for some users that we will be fixing!

We're really sorry for the wait time, but wanted to start Dance Battles now so we can improve both things at once!

Why is it not perfect?

Because we aren't building perfect right now. We're building in public, so we are sharing an early test version with everyone so you can all have fun and join us on the journey

Why can't I play singleplayer?

We'd love to add a single-player mode later down the line, but for now, we wanted to focus our resources on a two player activity!

Why only 3 songs?

Sparing you boring talk, because it's more fun and simpler! Each time you set onto the dance pad Player 1 will be given 3 songs from that element's playlist, you can listen to a preview and choose your song. This keeps things fresh, makes it a simpler and faster process, plus encourages people to try different songs out of the many that we have!

The beatmaps suck!

We'll be tuning and improving the beatmaps, what we need to do now is figure out what works best, how exactly we need to tweak and improve them, and what people enjoy

If you have any feedback about specific tracks please let us know what you like and dislike!

https://community.newhideaway.com/dancefeedback

It's too hard/easy

The difficulty is roughly based off of the BPM that is listed next to the song. Green BPM's will be easier, and Red BPMs will be harder.

The Fire stage at the volcano will be the hardest, Earth (pink and yellow stage) is easier!

Some of these songs are familiar!

Yup! There are a couple of nostalgic songs sprinkled throughout that we managed to purchase licenses for.

Known Issues:

- Some of the songs dont load! If this happens please fill out this form and let us know which song! **https://community.newhideaway.com/dancefeedback**

- The Halloween Free item says that it is the waistcoat, but it is not! Check your hand items for an adorable spooky ghostie

Last Updated: Oct 25, 2300 UTC

Show less

3 **Share**

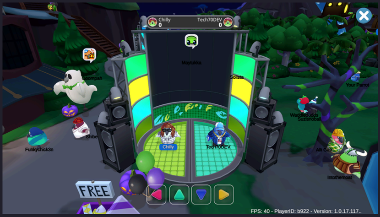
S Upgrade to add a comment.

About Dance Battle!

23 Oct 2023

Hey Party Parrots!

Polo here. Before we embark on the next chapter of our adventure, we wanted to share some thoughts on our upcoming Dance Battle rhythm game. 🎵 🦜



Your Invite to the Dance Floor

We're super excited to invite you to beta test the *first 2-player game in Party Parrot World -- **Dance Battle!***

The Party Planners have added 5 new dance pads outside on Kakapo Island:

- Earth
- Wood
- Water
- Metal
- Fire

We've even spiced it up with some familiar tunes that you'll recognize—we purchased licenses for some classic tunes for you.

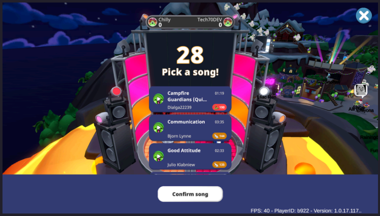
Feedback? Yes, Please!

Remember, this is an ***early*** version of Dance Battle! There will be glitches, and we're aware of that. That's where you come in!

For this specific project, we've set up an Airtable form for you. You can share bugs or feedback about level difficulty here:

https://community.newhideaway.com/dancefeedback

Instead of dropping your thoughts in the comments or social posts, help us improve by filling out our feedback form. It's quick, we promise!


Chilly 0
Tech70DEV 0
28
Pick a song!
Campfire Guardians (Qui... 01:19 Dialga22239 190
Communication 03:35 Bjorn Lynne 144
Good Attitude 02:33 Julio Klabniew 135
Confirm song
FPS: 40 - PlayerID: b922 - Version: 1.0.17.117..

Future Plans

Our first priority is creating a fun multiplayer game for you and your friends to play. And we have more new features coming in the future!

- **Battle Pass:** In the future, you'll be able to earn items and coins by playing Dance Battle. I'm excited about this one because it's a bit more like what we did with Card-Jitsu in Club Penguin - you earn items as you progress.
- **More Music:** We have a few hundred songs in the backlog that are not in Dance Battle yet. We will add more songs to Dance Battle in the future for a wider variety of music!
- **More Surprise:** Right now the UI shows you many songs, but our intention is to make this more of a surprise where the system picks 3 songs and Player 1 chooses one. That way when we add more songs, it can be a fun surprise.
- **Bug Fixes and Improvements:** Since we wanted you to be able to play Dance Battle early, we plan to spend time doing bug fixes and improvements after launch. This includes level design, UX, and systems improvements.

That's all for now, Parrots. Let's make this mini-game as amazing as possible. Manifest those good vibes! 💗 ✨

Until next time... Party on!

-Polo and the Party Parrot Team 🦜

Show less

dance battle games sneak peek

♥ 4 💬 3 ••• Share

Party Parrot World CREATOR · 1y

The main track in the Battle Pass will be free for everyone! Then there are bonus items for those with a paid Party Pass :)

Zizzle · 1y

I do hope that the 'battle pass' isn't akin to ones in games like Pokemon Unite/Fortnite/Whatever; they are very... moneygrabby? but I guess thats the con that comes with all the pros of not having a 'membership service', you still need to get money somehow! anywho, eitherway I can't wait for this minigame!

Load more comments

S Upgrade to add a comment.

0:00 2:00

Halloween Party Music Sneak Peek!

19 Oct 2023

Hello, parrots! Polo here. I'm excited to share this awesome song composed by the talented Screenhog!...

Upgrade to unlock

♥ 3 💬 3 Share Locked

Monthly AMA!

26 Sept 2023

AMA! 💚 Maybe you want to know about game dev, PPW, or how to boil an egg! This is your chance to get advice and learn more about our work!...

Upgrade to unlock

♥ 💬 1 Share Locked

Dance Moves and Routines!

16 Sept 2023

You're probably already buzzing about our Dance Battle system, but did you know there's more to the dance floor in Party Parrot World? 💃 ...

Upgrade to unlock

♥ 2 💬 4 Share Locked

Why the Blockades?

15 Sept 2023

Hey Party Parrots, some of you have noticed the construction props popping up all around our world! We've got Lance here to explain what all...

Upgrade to unlock

♥ 5 Share Locked

How Do Communities Encourage You to Create?

9 Sept 2023

Hey, party parrots!

I've met many skilled artists, coders, writers, videographers, and musicians in our virtual world communities, from Club Penguin to Party Parrot World.

For some people, it's not enough to consume content. They empower themselves to create. The creator culture in our Party Parrot community gives players agency and a creative outlet.

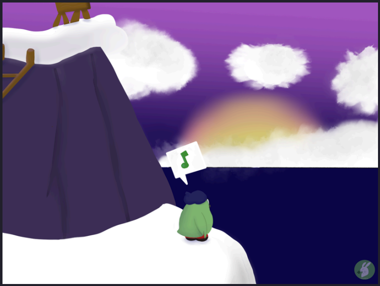
Keep in mind that people have *chosen* to learn and practice their craft. They weren't required by school. To be clear, I think school is a wonderful place to learn new things. But it's also important to recognize your agency to create and learn by your own choice. I think that's so powerful.

At my university, I studied how people get creative through virtual communities. I learned a lot from the book, *New Creativity Paradigms* by Kylie Peppler.

I believe that online communities encourage creativity thanks to a shared identity, friends, and tools.

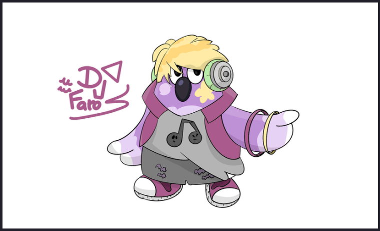
Our **shared identity** in Party Parrot World? We are parrots who love to party! Our parrot identity is the basis for our creative community. They'll draw parrot artwork or create fun videos within the world. Either way, the subject is PPW, which is our common interest as party parrots!

Art by Luckyrabbit1927:



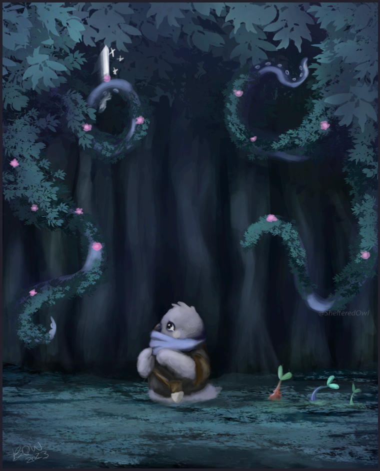
That common interest makes it easier to share artwork with **friends** in the community. In return, artists will get encouragement and advice if asked for. This inspires the artist to keep creating and practicing. Artwork inspires more artwork. When people see what others can do, they'll be inspired to create their own art!

Art by Vlyx:



These days, it's easy to get creative **tools**. People can make projects on websites or downloaded programs on their computer or mobile device. I think about accessibility all the time because I believe everyone deserves access to learn and create. And of course, there's still pen and paper!

Art by BOW:



The team and I love seeing the community make artwork, whether or not it's related to Party Parrot. I believe creative expression is more than just practicing skills. It helps people discover who they are, what they want to do, and where they belong in the world.

It often takes patience while trying different things before you find something that resonates with you.

I was confused and frustrated for a while, not knowing what I liked. As a teen, I was inspired by the community to create Club Penguin-themed 2D artwork and videos. But I found them too tedious to make. I tried coding, liked it for a while, and even studied it in college. However, I realized I couldn't see myself doing it for life.

At some point, I tried writing. I found so much joy in expressing myself through words. Inspired by other Club Penguin bloggers, I started a WordPress blog where I wrote original posts. If it wasn't for that blog, I might not have realized that I loved analyzing Club Penguin's game features, community dynamics, and player behavior. Eventually, I found myself working at Party Parrot World as a producer!

My Club Penguin blog helped me discover my love for writing and product features. I didn't realize it overnight though. It took me a few years!

I hope my story encourages you to create, especially when it's tough. You won't ever finish figuring everything out. I'm approaching my mid-20s, and I still don't. But I enjoy the journey. And I hope you enjoy yours, wherever you are.

Luckily, we have a Party Parrot community with artists who support each other along the way. I love seeing you share artwork and nice words.

How did you start your creative journey? What and who inspired you?

All the best with your journey!

-Tech70 and the Party Parrot Team

Show less

4 **Share**

S Upgrade to add a comment.

A World Out of Time

7 Sept 2023

Party Parrot World

Hello, party parrots!

I've been thinking a lot about how time relates to Party Parrot World and our nostalgia for Club Penguin. We're doing a bit of time travel, so buckle up!

Let's go back in time when I discovered my fascination for time, starting with music. Music is important to me because it helped me get a job as a writer at Club Penguin. I had built up years of experience in music journalism. I wrote about bands, produced albums, and did graphic design for indie bands.

Music was where I started my passion for documentary filmmaking and history. When I discovered the Beatles Chronology book, it was an absolute transformation for me. It was a big fat book of events and dates. And most people would find that unbelievably dull. They wouldn't be excited to read a 4000-page list of events and things that happened in those times. Personally, I love events and dates.

It's so cool to me that Club Penguin operated along a literal timeline. I think some folks want us to get back to that. But in order for us to have a world and story unfold on a literal timeline, we really need to get some other systems built that we haven't gotten to yet. Again, there's so much for us to do as a small team, love it or loathe it. We had to pick our battles in terms of what to work on first and where we spent our money and time. At the end of the day, to get to a literal timeline lore, I don't actually know what's in the cards for Party Parrot World. At least, not yet.

I actually think it's more interesting to have a place that exists out of time. After all, our setting and story ideas are tied to our parrot island being under threat by time and extinction.

That's very different from Club Penguin. And intentionally so. It means that we can we can work in a nonlinear time fashion. It would be a story that unfolds on and off the literal clock. I like the idea that the story doesn't have to be beholden to the human calendar. Instead, it's a sectional calendar where the island actually takes place in the past! If you think about it, we have classic mechanics: chat, walk around, wave, dance, play mini-games, earn coins, collect items, and dress up your avatar. That's an old game design. And again, intentionally so. People have said that they miss Club Penguin.

If Disney wanted to bring back Club Penguin tomorrow, I would be thrilled beyond belief. And I'd be ecstatic to work on it.

If I had the opportunity.

And if I didn't, so be it. We can still make something that is unique and new. A spiritual successor, even if Club Penguin is alive. I actually get more excited over the possibilities of Party Parrot World versus what would happen if Club Penguin came back. It's exciting to make the echoes of the past into something new versus trying to figure out how to bring back the old times that people want.

Because in a lot of ways, for the past six or seven years, the private servers have already given people the ability to go and experience the Club Penguin of the past anyway. Lots of people burned through their nostalgia, in all honesty. Yeah, we want Club Penguin back. And yeah, we want parties that we all go to.

But the truth is, we're all probably in collective mourning about the realities of what's happened in the industry.

The truth is, the days of many people getting together in a place are dying.

When we were running Club Penguin, there weren't rich, deep smartphone games. The games were pretty shallow because it was so hard to build for that environment. Also, there wasn't a great path to monetization.

Apple changed all of that. And then Google copied them. It's been a completely different world since 2010.

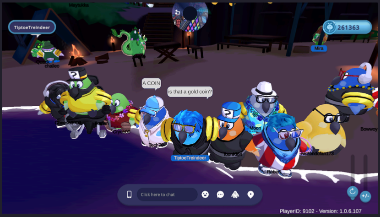
Kids have their own phone. They're not waiting to get home to play a game. They're not logging in at the exact same time to play that game.

Today's environment is much more fractured. People can try so many experiences. So many choices to make. Which game do you or do you not want to play?

It's a much harder landscape for the gaming industry today than it was in the past. If you get bored with a game, you can just quit it and go play something else. If you don't like the game, you leave it and never play it again.

I think we're all collectively missing the idea of 1000s of people online at the same time.

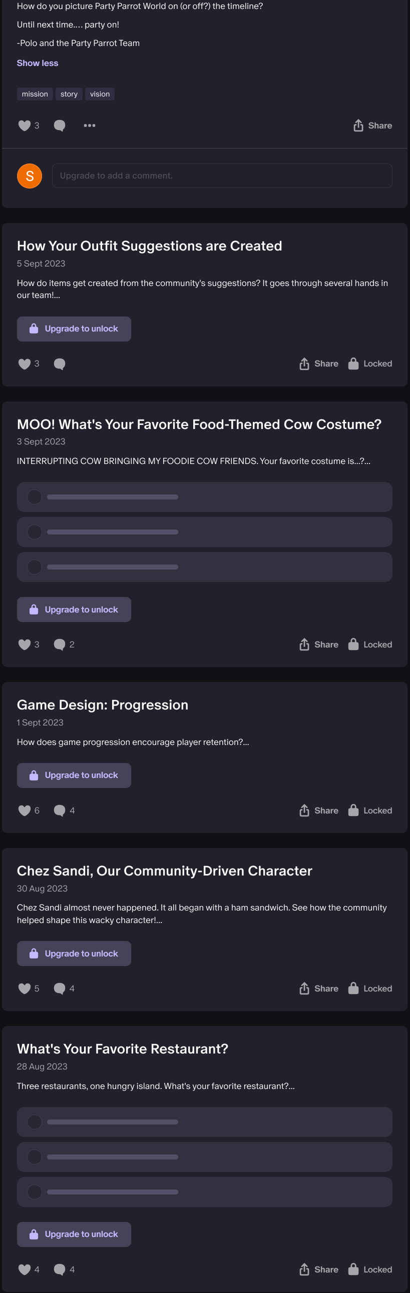
The meetups on Party Parrot World, whether hosted by the team or by community members, are important to so many people. They're the closest we're getting to a time that's probably no longer with us.



A COIN

is that a gold coin?

And that's why I like the idea of Party Parrot being a World out of time.



How do you picture Party Parrot World on (or off?) the timeline?

Until next time.... party on!

-Polo and the Party Parrot Team

How Your Outfit Suggestions are Created

5 Sept 2023

How do items get created from the community's suggestions? It goes through several hands in our team!...

MOO! What's Your Favorite Food-Themed Cow Costume?

3 Sept 2023

INTERRUPTING COW BRINGING MY FOODIE COW FRIENDS. Your favorite costume is...?...

Game Design: Progression

1 Sept 2023

How does game progression encourage player retention?...

Chez Sandi, Our Community-Driven Character

30 Aug 2023

Chez Sandi almost never happened. It all began with a ham sandwich. See how the community helped shape this wacky character!...

What's Your Favorite Restaurant?

28 Aug 2023

Three restaurants, one hungry island. What's your favorite restaurant?...

Game Design: Mini-Game Mechanics

26 Aug 2023

Why mini-game templates? How is the world like an arcade?...

Upgrade to unlock

3 7 Share Locked

Breakfast Club Food Actually Comes From This

24 Aug 2023

Uncover food secrets! Includes a complete Breakfast Club menu....

Upgrade to unlock

4 5 Share Locked

Game Design: Party Mechanics

22 Aug 2023

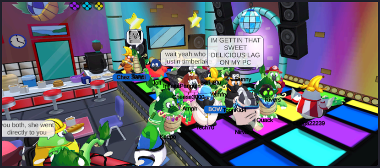
How do parties evolve over time? What are sandbox vs. themed parties?...

Upgrade to unlock

3 Share Locked

Putting the "Party" in "Party Parrot World"

20 Aug 2023


IM GETTIN THAT SWEET DELICIOUS LAG ON MY PC
wait yeah who justin timberlake
ou both, she went directly to you
Chez Sandi
Bunny
Rivers
Quack
BOW

Greetings, party parrots!

Our name, Party Parrot World, says a lot about us.

We've got the “Parrot” in terms of the setting.

We've got the beginnings of the “World” with places for you to visit. Characters will experience stories in these places too.

But what we don't necessarily have is the third word, which is “Party.”

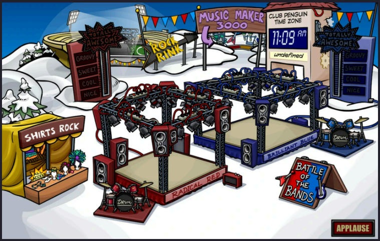
In my mind right now, Party Parrot World doesn't have the right tone to the Overworld. It feels subdued and chilled out, which is nice and lovely. But it ultimately doesn't have a level of excitement or any progress system.

Earlier, I asked Chris Hendricks, a.k.a. Screenhog, to compose five different versions of an Overworld theme. Some early concepts, **which you can listen to**, were quite a downer. When I reviewed them with my toddler, she didn't like them because they were too sad. I thought that was a good point. You don't want the main Overworld to feel sad.

We had two different tones going on. The Breakfast Club had a party techno tone to it. Meanwhile, the Nursery had a chill tone, which we started with for the Overworld. We leaned heavily into the chilled-out, relaxing cottagecore vibe, like in Animal Crossing: New Horizons.

But the disadvantage was that the Overworld, where everyone spends the most time in, feels too subdued and calm. There's not much excitement.

It reminds me of an early discussion about our goal for Party Parrot World to make it into a “24/7 Music Jam.” That was always the idea.



I was always bothered by all of Club Penguin's music parties because they never nailed what I love about music festivals. When I go to a music festival in the real world, like Coachella, Sasquatch, or Glastonbury, I see there's more to them than performers on stage. It has a whole experience wrapped around it. You are with your buddies on a road trip. You brought all your camping gear. You have to make your tent together.

At Coachella, it's way too hot. So you have to make sure you have your water bottles. And then you run into problems. “Oh shoot, we have a flat tire! And the engine overheated!” While we were driving through the desert, we needed to pour some water back into the engine to keep going. Then when you arrived at the music festival, one of the performers canceled! And then a new performer came in. “Oh my goodness, Beck is performing now, and he wasn't even on the poster for the festival!” It's all a surprise.

There's more than music. There are food trucks. In Coachella's case, they've got entertainment between the stages: dancers, DJs, and a Ferris wheel. All kinds of stuff!

I want to capture the experience of music festivals in Party Parrot World. With music being a core experience, we're starting the “Party” phase with a new rhythm game and more musical-themed clothing items.

Have you been to music events? What musical experiences are you hoping to try in our world? Let us know!

Until next time... party on!

-Polo and the Party Parrot Team

Show less

mission vision

3 1 ••• Share

Zizzle · 1y
Partyyyyy! Agree with everything said here!

2

S Upgrade to add a comment.

Game Design: Story

18 Aug 2023

We love a good story. See our inspirations and plans for missions in PPW!...

Upgrade to unlock

4 1 Share Locked

Game Design: Setting

16 Aug 2023

Game design begins with setting! See the ideas behind PPW's setting....

Upgrade to unlock

3 6 Share Locked

Which tropical parrot color do you like best?

14 Aug 2023

Vote for your favorite tropical parrot color!...

Upgrade to unlock

♥ 2 💬 3 Share Locked

Explorer's Inn: Straight Outta Europe

12 Aug 2023

The team effort and real-life inspiration of the Explorer's Inn room!...

Upgrade to unlock

♥ 3 💬 Share Locked

Released 7 days early for members.

Coming Soon: New Expressive Animations!

11 Aug 2023

Hello, party parrots!

Polo here. Thanks for joining us for this journey of creating Party Parrot World together.

One thing I promised is that our team would be listening to feedback and taking action! Someone sent us the amazing suggestion of making animations for each of the emotes. You asked and we listened... get ready for some new parrot moves coming soon!

The team has come up with 21 unique animations to match the parrot's expressions to the fun emotes Leethos worked on.

These will come to a future version of PPW, so stay tuned for those!

Until next time... party on!

-Polo and the Party Parrot Team

♥ 3 💬 3 ••• Share

Zizzle · 1y
Although the dabbing seems a bit... dated :P

♥ ↩ 1

Party Parrot World CREATOR · 1y
Intentionally so!

♥ ↩

Collapse replies

Zizzle · 1y
Woah!

♥ 1 ↩

S Upgrade to add a comment.

Party Parrot World
OFFICIAL TEASER
Locked

Our Dev Process: Spiraling Towards Dreams 🌀🐌

8 Aug 2023

Ready to explore the world of software development? Here are a few different methods that dev teams can use! 🌀 🌊 🎈 🍃 ...

Upgrade to unlock

♥ 4 💬 1 Share Locked

Dance Pad Sneak Peek

7 Aug 2023

It's time for a sneak peek of the new music game we're working on!...

Upgrade to unlock

♥ 5 💬 1 Share Locked

What is Your Dream?

4 Aug 2023

Hello, party parrots!

Take a listen to **this song by Ella Fitzgerald called "Happy Talk"**:

"You got to have a dream / If you don't have a dream / How you gonna have a dream come true?"

My dream is to bring Club Penguin back officially. And to make sure the original, wholesome spirit of the world is protected for the community.

I'm obsessed with video game history and the battle to preserve games. My hobby is to research the history of games, and Club Penguin is one that's closer to me because I worked on it and around it. I say "around it" because some of my work wasn't on the product, but talking about the product, or documenting the history of it.

Club Penguin almost single-handedly created the tech scene of Kelowna, Canada. In a small town of 200,000 people, Club Penguin's history is also the history of the city. Its significance is why I'm not willing to just let it fade into obscurity or infamy due to bad actors. I believe it's too important to too many people.

And I believe the most important aspect to preserve is the community. Giving the good eggs a fun hideaway from the real world for a while. Club Penguin was escapism to a simpler, happier, less stressful world.

I watched my kids grow up while I worked on Club Penguin, as my eldest daughter was six when I started there. Their friends would have their little minds blown when they found out that I worked there. I heard from so many kids who dreamed of working on Club Penguin one day. Selfishly, I wanted to do what I could to allow my daughter to work on something as fun as Club Penguin some day. And I wanted the good eggs in the community to be able to work on something as fun as Club Penguin, too.

But none of us own Club Penguin, so it is out of our control. We have had many conversations with Disney about our willingness to help bring it back. It's up to them, not us.

It is madness to focus on things you cannot control. Instead, it's better to do what you can do yourself. What do you have access to? What are you capable of?

In my case, I was given the opportunity to start work on a new virtual world, almost by accident. I'd launched a dumb parody site and told my Twitter followers that I'd draw a dumb party parrot avatar for them as a thank you gift for following me. When I ended up getting hundreds and later *thousands* of requests, I quickly realized that my dumb idea was going to be a lot of work. It's important to know when you need help.

That's when I hired Chilly0ne. She was one of the kindest fan artists who would submit Club Penguin artwork so frequently the team began to know her penguin by name. She was famous to the Club Penguin Team. Because once again, I always wanted to be able to empower kids to grow up and fulfill their dream of drawing for a virtual world.

Now we have a small team of Club Penguin kids who grew up to be talented artists and they have a bright future ahead of themselves. I'm pleased that while we haven't been able to save Club Penguin from extinction, we could at least make a handful of people's dreams come true.

Whenever I need a reset, I listen to "Happy Talk" by Ella Fitzgerald. It reminds me of what I want to see in the world. It's a great cure for those harder times when things are going terribly and people are calling you names and making up lies about you on Discord channels. Focusing on your dream and what you can control is the better path to achieving your dreams.

So what is your 'happy talk' dream? What do you want to do? What would you like to see in the world?

Until next time... party on!

-Chris/Polo

Show less

mission vision

2 ••• Share

S Upgrade to add a comment.

Music Party Sneak Peek!

25 Jul 2023

Here's a little Patron-exclusive sneak peek at our party system! Can you guess what it's about? :)...

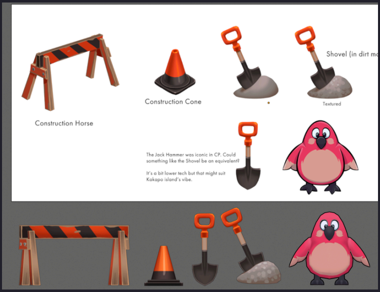
Upgrade to unlock

3 Share Locked

Released 2 days early for members.

You Should 'Dig' This Sneak Peek!

25 Jul 2023


Construction Horse
Construction Cone
Shovel (in dirt mo
Textured
The Jack Hammer was iconic in CP. Could something like the Shovel be an equivalent?
It's a bit lower tech but that might suit Kakapo island's vibe.

Hello, party parrots!

We're super-excited to share some fun little sneak peeks with you for our New Zealand-inspired virtual island.

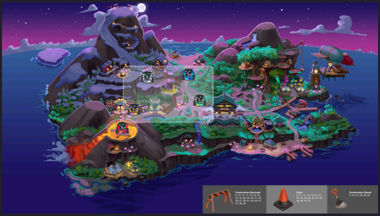
Many of you will remember the days of Club Penguin and the cute little special moves available, such as the "dance or drill but don't stand still!" special dance.

Keeping that spirit alive, we're working on introducing a digging animation to Party Parrot World. Soon, you will be able to engage in role-playing where your adorable, chonky kakapo can pretend to build new stuff like Rory. We're so excited to breathe more life into the party parrot avatars for you! (see attached!)

Our journey building Party Parrot World reminds us of the early days of Club Penguin... which officially launched in 2005, but was being built by Lance as far back as 2001 in the form of Experimental Penguins and Penguin Chat!

Just like then, we are a small team working hard to bring this engaging world to life. While this offers us considerable creative freedom, it also means it can take a little more time to develop a vast, interactive world full of dance and music and places and parties!

As part of our efforts to bring new experiences to our game, we will be placing construction props near areas slated for future development. This will include entrances to future rooms like Sirocco Stadium, the Clockworks, the Amusement Park, and the Furniture Shop. Our aim is to minimize confusion for our new players as we build and grow, and empower better roleplay with your avatars!



We're also focusing on enriching the core area of our island, adding depth to the middle area of the map. This will ensure an even more immersive and engaging experience for all of you. In future posts, Lance and I will delve into the topic of "collisions" and their importance in the success of Club Penguin, explaining how we're bringing those principles to Party Parrot World.

Thank you for your continued support and patience as we work to expand and enhance Party Parrot World. Keep an eye out for these upcoming construction zones and prepare for the exciting new moves coming to the island soon!

Until next time, thanks for supporting us on our journey to bring Party Parrot World to life!

Sincerely,
-Polo and the Party Parrot Team 🦜 🌏

Show less

Parrot_Construction.mp4

image (4).png

Overworld_RhythmGamePadPlacements_concepts03--Numbers.jpg

animations construction overworld penguin chat sneak peek

♥ 3 💬 1 ••• Share

Zizzle · 1y
We must flip the iceberg... with shovels!

♥ 2

S Upgrade to add a comment.

Animation Sneak Peek!

25 Jul 2023

Hello, party parrots!

Welcome to our best-kept secret - the inaugural post on our brand new Patreon page! We're thrilled that you've fluttered in to join us on this exciting new adventure!

First things first, this space is *for everyone*! We're committed to creating an environment where all our friends, aged 13 and above, can come together, whether you're a patron or not. Of course, patrons will enjoy some special extras, but there's plenty here for everyone to enjoy!

Much like our blog during our Club Penguin days, we'll be using this Patreon to share sneak peeks and development logs, giving you a behind-the-scenes look into Party Parrot World's creation. And yes, that includes posts from Lance (aka RocketSnail/rsnail) as well!

Ready for a sneak peek? We're currently crafting exciting animations in collaboration with our friends at SkyVu, and we can't wait to show you more!

Party Parrot World is brimming with potential, and we're beyond excited about its future. But to make this vision a reality, we need *your support*. Every bit of help propels us forward in this journey.

Looking ahead, we envision a system where your rubies can earn you Patreon-like benefits. This work will take us a few months at least. We're just getting started, and your support will help us achieve this faster!

The sense of community, joy, and safety we fostered in Club Penguin has inspired our mission for Party Parrot World. We aim to continue this journey by creating a fun, kid-safe world for everyone. We're committed to modernizing the experience and introducing new features to make it even more engaging and exciting. (Which includes improving the lighting and mini-games!)

In our commitment to ensuring a safe and friendly environment, we're excited to announce we'll be removing the requirement to prove your age. Instead, we've implemented other safety systems, like Community Sift for chat, to protect our young players. The age verification will only be required for accessing more advanced features that necessitate an extra level of safety. If you've already verified your age, you'll automatically gain access to these advanced features.

Stay with us! In upcoming posts, we'll delve into the design documents of Party Parrot World, sharing our plans and dreams for this vibrant world.

Thank you for joining us at the start of this exciting journey. Together, we will create a world that's safe, fun, and welcoming for all - a world where everyone can be a part of the party!

Yours truly,
-Polo and the Party Parrot Team

Show less

Parrot_Cute.mp4

animations sneak peek special dances

3 Share

S Upgrade to add a comment.